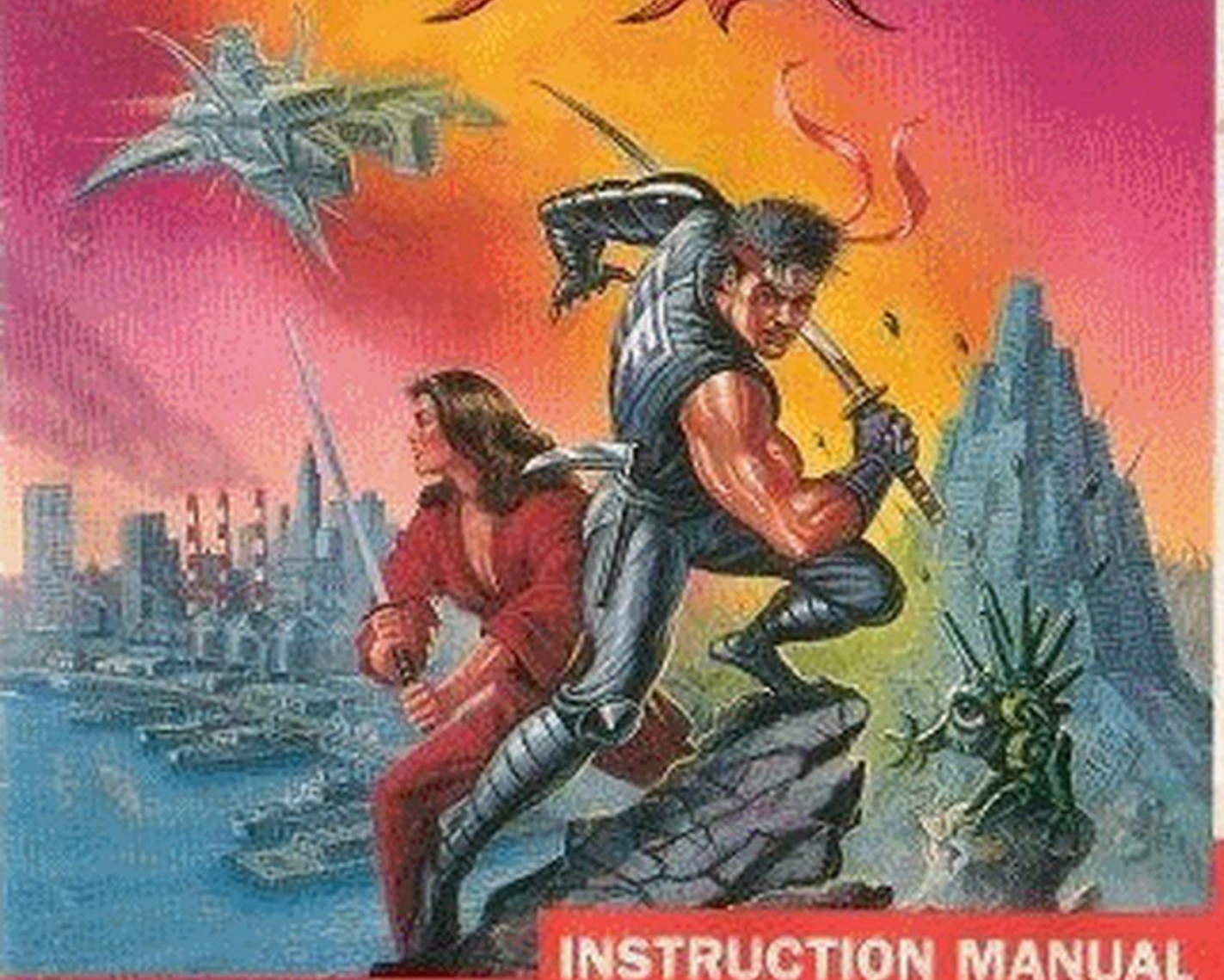
SHADOW OF THE NINJA™



INSTRUCTION MANUAL

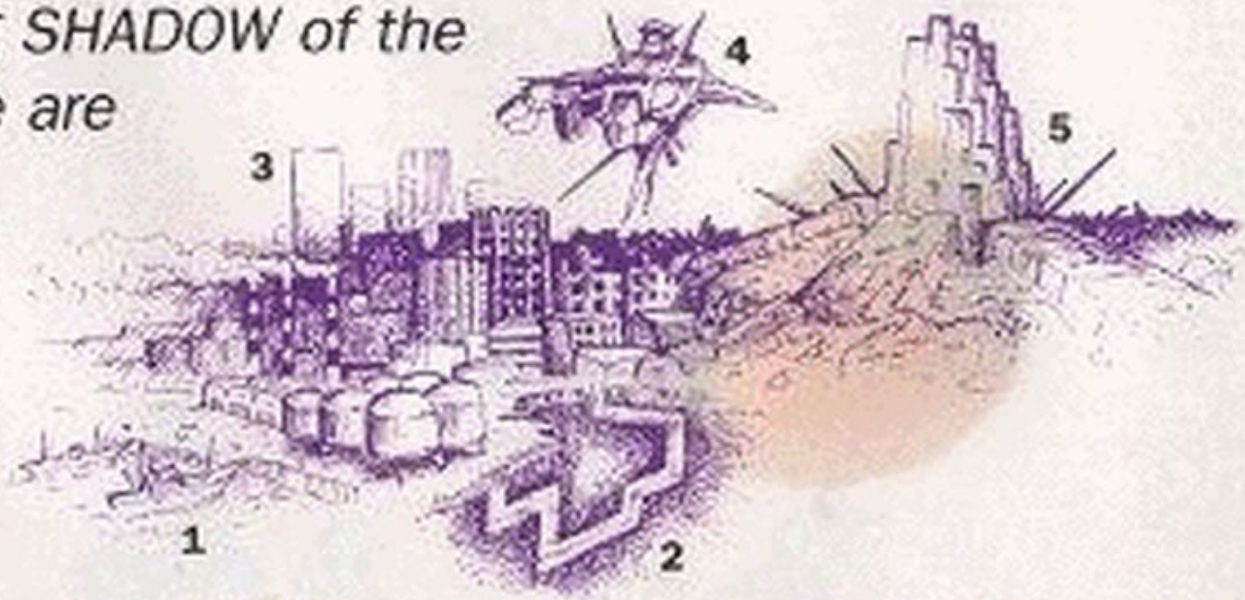
NATSUME

NES-JL-USA

Ⓣ

NOTES FROM NATSUME

Thank you for purchasing SHADOW of the NINJA from Natsume. We are proud and delighted that you have made this an addition to your video game library. We hope you receive many hours of entertainment from our product.



1. Sea Port
2. Underground Sewers
3. Rooftops of the City
4. Air Fortress
5. Final Fortress

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Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®

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SAFETY PRECAUTIONS

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game:

1. *Avoid subjecting the Game Pak to extreme temperature changes and shocks.*
2. *Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.*
3. *The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.*
4. *Do not dismantle the Game Pak.*

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

THE BACKGROUND

It's the year 2029 A.D. and a madman controls the largest city in America. The Emperor Garuda and his followers have built an impregnable stronghold as a monument to his evil. Conventional forces have been unable to stop his malevolent plans for total control. But Garuda is worried...

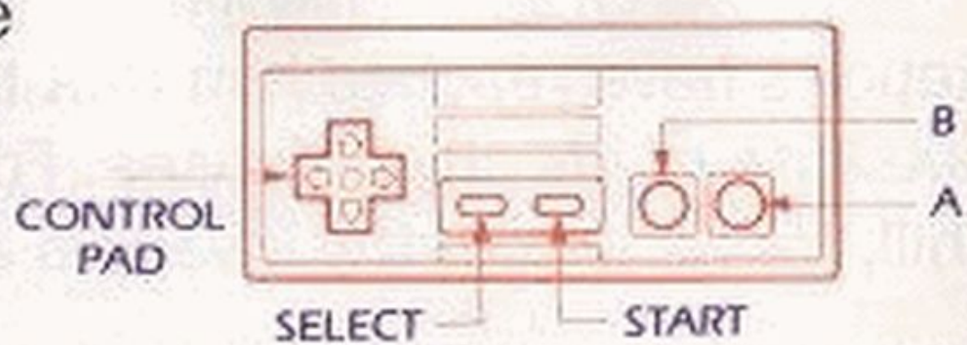
Reports have reached him that two figures have breached the outskirts of his city defenses. For the first time he feels an inner chill, for he knows the invaders are Ninjas.

Hayate and Lady Kaede are ninjas of the Iga clan. Their mission is to infiltrate the fortresses of Garuda and destroy his wicked empire. They are armed with the weapons of Ninjitsu: the katana (sword), the shuriken (throwing stars) and the kusari-igama (sickle and chain). Together, they may have the strength to topple the empire.

STARTING THE GAME

Insert the Game Pak into the Nintendo Entertainment System and turn the machine on. The title page appears with the option for a one or two player game. Press the **SELECT** button to the desired game, then press **START.**

For a one player game you get the choice of either ninja. For a two player game, the person with controller #1 plays Hayate and controller #2 has Kaede. After these selections have been made (by pressing **START**) the game begins.



DIRECTING THE NINJAS

Pressing **RIGHT** or **LEFT** on the control pad moves the character in those directions. This also works when the character is jumping or falling.

Press **UP** after jumping to an overhang to climb to the upper level.

Press **DOWN** to make the character duck down. Use this to avoid enemy fire. Pressing **DOWN** and the **A** button makes the character jump down from an upper level.

To drop from a dangling position on an overhang, press the **A** button.

Press the **A** button to jump. The longer that you hold the button, the higher the character jumps.

Press the **B** button to use all weaponry. Some weapons have a limited amount of usage. A number appears on the screen to inform you of the available amount of uses that you have for these weapons.

WEAPONS OF THE NINJAS

Katana- (The Sword) The main weapon of the ninja warrior. This is the first weapon that the character uses in the game. There are bonus items scattered throughout the game levels that increase the area of attack for this weapon.

Shuriken- (Throwing Stars) These powerful missle weapons increase the range of attack for the ninja. They have a limited supply.

Kusarigama- (Sickle and Chain) This weapon can be fired at an upward angle as well as straight up. This item has a long reach for devastating attacks.

GARUDA'S EMPIRE

The Sea Port- Travel across the rusting remains of a fleet of derelict ships. Enemies are hidden in the hulls and scaffoldings of these once mighty seagoing vessels.

The Underground Sewers- Wade through the bowels of the corrupted city as you wage your battle against Garuda's slimiest defenders. Mercenaries appear from the darkest corners in this subterranean nightmare.

The Rooftops of the City- Make your way across the tops of skyscrapers in your quest to defeat Garuda. Meet up with the dreaded Golden Samurai.

The Air Fortress- Stow away aboard this flying platform of death. One false move and its a long way to the pavement below...

The Final Fortress- The worst for last. Garuda himself is waiting for you as you enter his inner sanctum of evil. The toughest adversaries and meanest challenges lie between you and the master of evil.

ENEMY CHARACTERS

Hyperian

Slasher

Sniper

Golden Samurai

Missleman

Killer-Tank

Boomerang Master

ENEMY CHARACTERS

Palooka

Water Ninja

Insectoid

Eyestalker

Cybork

Amor-dillo

Wind Ninja

ENEMY CHARACTERS

Power Fist

Trooper

Geometron

Arakna

Romblast

Time Bomb

Capt. Hawk

Emperor Garuda

ITEMS PAGE

Item Box - These are found throughout the levels. Strike them with your weapon to reveal the object within.

Scroll - Increases the range of the weapon you are using.

Healing Potion - Energizes character by restoring lost hit points.

Bomb - Delayed action weapon. Toss at enemies to destroy them.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

NATSUME warrants to the original consumer that this NATSUME Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, NATSUME will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-9231. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to NATSUME, enclosing a check or money order for $10.00 payable to NATSUME, Inc. NATSUME will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington D.C. 20402, Stock No. 004-000-00345-4.

NATSUME

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